

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application.

1. (Currently Amended) A game management system for managing a game, which is played on a game table and employs a plurality of cards and a plurality of chips, the game management system comprising:

~~card identification information recording means for recording card identification information for tags identifying each of the plurality of cards, the a~~
respective card identification information recording means tag being provided with
located within each of the plurality of cards;

~~chip identification information recording means for recording chip identification information for tags identifying each of the plurality of chips, the a~~
respective chip identification information recording means tag being provided with
located within each of the plurality of chips;

~~a first identification information detecting means for detector detecting the card identification information recorded on in the card identification information recording means tag of each of the plurality of cards, the first identification information detecting means detector being provided with located within the game~~
table;

~~a second identification information detecting means for detector detecting the chip identification information recorded on in the chip identification information recording means tag of each of the plurality of chips, the second identification information detecting means detector being provided with located within the game~~
table;

~~individual identifying means for acquiring a plurality of ID cards distributed to~~
respective participants in the game and in which personal information for identifying a

~~participant~~ the respective participants in the game, ~~the individual identifying means being provided with~~ is recorded, each ID card including a deposit checking unit for confirming betting value available for the respective participant;

a card reader located within the game table for reading the personal information from the ID cards;

a keypad located at the game table for inputting a bet on the game based upon the value available to a respective participant and confirmed by the deposit checking unit; and

~~managing means for a server managing tracks~~ tracking of movements of the plurality of cards and of the plurality of chips during the game and results of the game played on the game table, in association with the personal information, ~~which is acquired by the individual identifying means reader, based on~~ the card identification information detected by the first identification information-detecting means detector, and the chip identification information detected by the second identification information-detecting means detector.

2. (Currently Amended) The game management system according to claim 1, wherein

~~the tracks~~ tracking of movement of the plurality of cards during the game ~~include~~ includes obtaining information concerning the cards ~~at a~~ upon beginning of the game and movement histories of the cards during the game, and

the results of the game include information concerning the cards ~~left at an end~~ remaining upon ending of the game.

3. (Currently Amended) The game management system according to claim 2, wherein the information ~~on~~ concerning the cards at the beginning of the game includes kinds of the cards and a number of the cards ~~remaining~~ at the beginning of the game.

4. (Currently Amended) The game management system according to claim 2, wherein the information concerning the cards remaining at the ~~end~~ ending of the game includes kinds of the cards and ~~a~~ number of the cards remaining at the ~~end~~ ending of the game.

5. (Currently Amended) The game management system according to claim 1, wherein

~~the tracks~~ tracking of movements of the chips during the game ~~include~~ includes obtaining information concerning the chips bet ~~at a~~ upon beginning of the game and ~~a~~ movement history of each of the chips during the game, and

the results of the game include information concerning the chips remaining ~~at an end~~ upon ending of the game.

6. (Currently Amended) The game management system according to claim 5, wherein the information concerning the chips bet at the beginning of the game includes kinds of the chips and ~~a~~ number of the chips bet at the beginning of the game.

7. (Currently Amended) The game management system according to claim 5, wherein the information concerning the chips remaining at the ~~end~~ ending of the game includes kinds of the chips and ~~a~~ number of the chips ~~left~~ remaining at the ~~end~~ ending of the game.

8. (Currently Amended) The game management system according to claim 1, wherein the results of the game include ~~a total amount of remaining money~~ betting value at ~~an end~~ ending of the game.

9. (Currently Amended) The game management system according to claim 1, wherein the ~~managing means~~ server detects fraud ~~of~~ during the game, which is committed by ~~the~~ a participant identified ~~by~~ using the personal information, based on

~~the tracks~~ tracking of the movement of the plurality of cards and of the plurality of chips and the results associated with the personal information of respective participants.

Claims 10 and 11 (Cancelled).

12. (New) A game management system for managing a game which is played on a game table and employs a plurality of cards and a plurality of chips, the game management system comprising:

chip identification information recording units in which chip identification information is recorded, identifying each of the plurality of chips, a respective chip identification information recording unit being located in each of the plurality of chips;

a first identification information detecting unit which detects the chip identification information recorded in the chip identification information recording unit of each of the plurality of chips, the first identification information detecting unit being located at the game table;

an individual identifying unit which acquires personal information for identifying a participant in the game, the individual identifying unit being located at the game table; and

a managing unit managing and tracking movements of the plurality of chips and results of the game played on the game table in association with the personal information acquired by the individual identifying unit, based on the chip identification information detected by the first identification information detecting unit, wherein the first identification information detecting unit comprises

transmitting and receiving antennas disposed at a bet location on the game table to detect the information recorded in the chip identification information recording units, and

a chip weighing device covering the bet location and determining weight of the chips at the bet location, and calculating number of chips at the bet location based on the weight determined.

13. (New) The game management system according to claim 12 comprising: card identification information recording units in which card identification information is recorded, identifying each of the plurality of cards, a respective card identification information recording unit being located in each of the plurality of cards; and

a second identification information detecting unit which detects the card identification information recorded in the card identification information recording unit of each of the plurality of cards, the second identification information detector being located at the game table; wherein

the card identification information units are resonant tags,

the second identification information detecting unit includes

identification information detectors located near a dealer and a participant of the game, each of the identification information detectors having a card frequency register associating combinations of frequencies of echo waves received from the resonant tags with the cards,

a receiver detecting the echo waves from the resonant tags, and

an analysis collation unit collating frequencies of the echo waves detected by the receiver and the frequencies registered in the card frequency register, and

the managing unit provides tracking movements of the plurality of cards based on the card identification information detected by the second identification information detecting unit.

14. (New) The game management system according to claim 13, wherein the tracking of movement of the plurality of cards during the game includes obtaining information concerning the cards upon beginning of the game and movement histories of the cards during the game, and the results of the game include information concerning the cards remaining upon ending of the game.

15. (New) The game management system according to claim 14, wherein the information concerning the cards at the beginning of the game includes kinds of the cards and number of the cards at the beginning of the game.

16. (New) The game management system according to claim 14, wherein the information concerning the cards remaining at the ending of the game includes kinds of the cards and number of the cards remaining at the ending of the game.

17. (New) The game management system according to claim 12, wherein the tracking of movements of the chips during the game includes obtaining information concerning the chips bet upon beginning of the game and movement history of each of the chips during the game, and the results of the game include information concerning the chips remaining upon ending of the game.

18. (New) The game management system according to claim 17, wherein the information concerning the chips bet at the beginning of the game includes kinds of the chips and number of the chips bet at the beginning of the game.

19. (New) The game management system according to claim 17, wherein the information concerning the chips remaining at the ending of the game includes kinds of the chips and number of the chips remaining at the ending of the game.

20. (New) The game management system according to claim 12, wherein the results of the game include total remaining betting value at ending of the game.

21. (New) The game management system according to claim 13, wherein the managing unit detects fraud during the game, which is committed by a participant identified using the personal information, based on the tracking of the movement of the plurality of cards and of the plurality of chips and the results associated with the personal information of respective participants.

22. (New) The game management system according to claim 12 comprising:
a plurality of ID cards in which respective personal information identifying corresponding participants in the game is recorded, each ID card being distributed to a respective participant; and

a readout unit which reads the personal information from the ID card, the readout unit being located at the game table.

23. (New) The game management system according to claim 22, wherein the ID card includes a deposit checking unit which checks amount of a deposit of the corresponding participant, and

the game table includes bet inputting units through which the participant inputs a bet on the game based on the amount of the deposit checked by the deposit checking unit.